



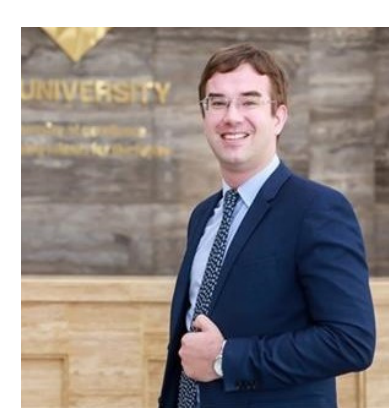
# "Like I'm There":

## Enhancing communication soft skills with Virtual Reality



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### VR Promotes Soft Skills Growth

A study by PwC (2020) comparing traditional, e-learning, and VR training concluded **VR is extremely effective** for soft skills training.

2.75x

More self-confident after the course



4x

More focused than with e-learning



3.75x

More emotional connection



4x

Faster than traditional courses



### Gap in Communication Skills

The National Association of Colleges and Employers (2021) surveyed employers on their perceptions of communication skills.

#### Importance of Communication Skills

3.64 / 5

#### Recruits' Proficiency in Communication Skills

4.65 / 5

#### Finding

There is a **gap** between expectations and actual proficiency in communication skills.

## Key Initiatives

1. Develop hybrid oral communication elective at VinUni that blends face-to-face and VR learning.
2. Design online communication course with VR practice for all VinUnians.
3. Pilot VR research and scalable curriculum with custom scenarios for corporate training.

### Proposal

Traditional oral communication training is typically a "trial by fire" with students rarely getting enough individual practice, feedback, and support. **The "Like I'm There" VR initiative** aims to replace this dated model with a **VR-supported, immersive, blended learning experience** for developing communication skills. Our elective oral communication course at VinUni blends traditional classroom activities with the **immersion, comfort, and real-time feedback of VR**. We propose using next-gen VR headsets with eye-tracking hardware, alongside virtual reality communication software, to innovate in skill training programs.

### Vision

**Initiative #1** Provide a hybrid, VR simulation-based course for developing communication skills such as eye contact, volume and intonation, minimizing filler words, confident body language and pragmatics.

→ **Impact:** Students maximize skills growth, becoming more confident and effective 21st-century communicators.

**Initiative #2** Design an e-learning oral communications course that allows VinUni students, staff and faculty to receive input online and then apply these lessons in VR.

→ **Impact:** Extend access to more participants for flexible, asynchronous communication skills training.

**Initiative #3** Curriculum development opportunities in blended learning and research on efficacy of VR learning. Prepare custom scenarios for soft skills development, reaching wider audience such as VinGroup sub-units and other external stakeholders.

→ **Impact:** Research on efficacy of VR learning could lead to wider, more varied uses for technology outside of the classroom. Cost-effective soft skills training for employees. Students can co-develop, gaining invaluable experience creating VR scenarios and software.

### Implementation



**Equipment** – Purchase next-generation VR headsets with eye-tracking capabilities. Each device will be shared by multiple users for efficiency.



**Software** – Trial software subscriptions by instructors and students to assess platform suitability and feasibility.



**Learning space** – Create a dedicated area in the university with private spaces for practice and a dedicated VR development space.



**Student capacity building** – Train students to maintain equipment, ensure safety, assist users, and eventually develop customized software.

Wondering what VR communication training might look and feel like?

[SCAN HERE](#)

